

CLAIMS

1. A method comprising:
filtering a plurality of virtual items based on their attributes; and
displaying the filtered items in a game inventory.
2. The method of claim 1, wherein the attributes are invisible.
3. The method of claim 1, further comprising constructing the filter.
4. The method of claim 3, wherein a player of the game constructs the filter.
5. The method of claim 3, wherein a game developer of the game constructs the filter.
6. The method of claim 3, wherein a plurality of items included in the inventory are accessed through a plurality of filters.
7. The method of claim 6, wherein certain ones of the plurality of filters are defined by a player of the game, and other ones of the plurality of filters are defined by a game developer.
8. The method of claim 1, wherein only those virtual items that satisfy a query that corresponds to the filter are selected by the filter.

9. The method of claim 8, wherein the virtual items are displayed over an inventory management portion of the display.
10. The method of claim 8, wherein the query includes a structured query language (SQL) query.
11. The method of claim 1, wherein there are a plurality of filters, and each filter is indicated by a distinct inventory filter icon.
12. The method of claim 11, further comprising selecting a virtual item icon to display the virtual item corresponding to the virtual item icon.
13. The method of claim 1, wherein the filter is displayed as a portion of a user interface, further comprising the player at least partially defining the filter.
14. The method of claim 1, further comprising displaying items that match a selected filter to a player.
15. The method of claim 14, wherein a mouse is used to select the filter.
16. The method of claim 14, wherein a joystick is used to select the filter.
17. The method of claim 14, wherein a computer display button is used to select the filter.

18. The method of claim 14, wherein a computer display menu is used to select the filter.
19. The method of claim 1, wherein the filter is represented by a name.
20. The method of claim 1, wherein the filter is represented by a symbol.
21. The method of claim 1, wherein the filter is displayed as part of the screen displaying the inventory.
22. The method of claim 1, further comprising altering the attribute of the virtual item.
23. An apparatus comprising:
a game display, the game display at least partially includes an inventory management portion, the inventory management portion further includes:
an inventory filter icon that can be selected to yield a selected inventoried package display, the selected inventoried package display displays zero or more virtual item icons, each displayed virtual item icon represents a virtual item that includes the attributes filtered based on the inventory filter icon.
24. The apparatus of claim 23, wherein dragging a virtual item icon associated with one of the virtual items to a different location on the game display alters the attributes of that virtual item.

25. The apparatus of claim 23, wherein a player defines the inventory filter icon.

26. The apparatus of claim 23, wherein a game developer defines the inventory filter icon.

27. The apparatus of claim 23, wherein the game display further includes an action screen portion.

28. The apparatus of claim 23, wherein the apparatus searches a plurality of items for a game, and the apparatus displays only those items that satisfy search criteria as set forth by the attributes filtered by the inventory filter icon.

29. The apparatus of claim 23, wherein a player provides attributes and selects items based on the criteria using a user interface.

30. The apparatus of claim 23, wherein the apparatus highlights the attributes of certain desirable virtual items to a player.

31. A computer readable medium having computer executable instructions which, when executed by a processor, causes the processor to:

 apply a filter to an inventory based on an attribute of each one of a plurality of virtual items that are used within the game.

32. The computer executable instructions of claim 31, further comprising constructing the filter.

33. The computer executable instructions of claim 31, wherein a player of the game defines the filter.

34. The computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. The computer executable instructions of claim 31, wherein certain ones of the plurality of filters are defined by a player of the game, and other ones of the plurality of filters are defined by a game developer.

36. The computer executable instructions of claim 31, wherein only those virtual items that satisfy a query that corresponds to the filter are displayed to a player in the filter.

37. An apparatus comprising:

a game server, the game server at least partially includes an inventory management portion, the inventory management portion further includes an inventory filter icon that can be selected to yield a selected inventoried package display, the selected inventoried package display displays at least one virtual item icon, each displayed virtual item icon represents a virtual item that includes the attributes filtered by the inventory filter icon.

38. The apparatus of claim 37, wherein a player defines the inventory filter icon.

39. The apparatus of claim 37, wherein a game developer defines the inventory filter icon.

40. The apparatus of claim 37, wherein the game display further includes an action screen portion.

41. The apparatus of claim 37, wherein the apparatus searches a plurality of items for a game, and the apparatus displays only those items that satisfy search criteria as set forth by the attributes filtered by the inventory filter icon.

42. The apparatus of claim 37, wherein a player provides attributes and selects items based in the criteria using a user interface.

43. The apparatus of claim 37, wherein the apparatus highlights the attributes of certain desirable virtual items by a player.